

### Animated Armor, M

1

NAME CR

18 AC 33 HP 6 PASSIVE PERCEPTION 25 SPEED

STR 2 BONUS DEX 0 BONUS CON 1 BONUS INT -5 BONUS WIS -4 BONUS CHA -5 BONUS

SKILLS / TRAITS  
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, paralyze, petrify, poison, psychic  
**Antimagic Susceptibility:** Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min  
**False Appearance:** Looks like armor

2 PROF

ACTIONS  
**Multiattack:** 2 melee  
**Slam:** +4, 1d6+2b

### Ankheg, L

2

NAME CR

14/11 prone AC 39 HP 11 PASSIVE PERCEPTION 30/10b SPEED

STR 3 BONUS DEX 0 BONUS CON 1 BONUS INT -5 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS  
Darkvision 60', tremorsense 60'

2 PROF

ACTIONS  
**Bite:** +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray  
**Acid Spray (R 6):** 30'x5' line, DC 13 Dex save, 3d6 acid, save half

### Ape, M

1/2

NAME CR

12 AC 19 HP 13 PASSIVE PERCEPTION 30/30c SPEED

STR 3 BONUS DEX 2 BONUS CON 2 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS  
Athletics +5, Perception +3

2 PROF

ACTIONS  
**Multiattack:** 2 fist  
**Fist:** +5, 1d6+3b  
**Rock:** 25/50, +5, 1d6+3b

### Archmage, M

12

NAME CR

12/15\* AC 99 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 BONUS DEX 2 BONUS CON 1 BONUS INT 5 BONUS WIS 2 BONUS CHA 3 BONUS

SKILLS / TRAITS  
Arcana +13, History +13, resist: spell damage, bps nonmagic\*  
**Magic Resistance:** Adv saves vs magic  
**Spellcasting:** See spell card\*

4 PROF

ACTIONS  
**Dagger:** 20/60, +6, 1d4+2p

### Assassin, M

8

NAME CR

15 AC 78 HP 13 PASSIVE PERCEPTION 30 SPEED

STR 0 BONUS DEX 3 BONUS CON 2 BONUS INT 1 BONUS WIS 0 BONUS CHA 0 BONUS

SKILLS / TRAITS  
Acrobatics +6, Deception +3, Perception +3, Stealth +9, resist: poison  
**Assassinate:** Crit vs surprised, adv if target hasn't gone yet  
**Evasion:** Failed Dex save half damage, success none  
**Sneak Attack (1/turn):** +4d6 damage if advantage/ally within 5' of target

3 PROF

ACTIONS  
**Multiattack:** 2 shortsword  
**Shortsword:** +6, 1d6+3, DC 15 Con save, 7d6 poison, save half  
**Light Crossbow:** 80/320, +6, 1d8+3p, DC 15 Con save, 7d6 poison, save half

### Awakened Shrub, S

0

NAME CR

9 AC 10 HP 10 PASSIVE PERCEPTION 20 SPEED

STR -4 BONUS DEX -1 BONUS CON 0 BONUS INT 0 BONUS WIS 0 BONUS CHA -2 BONUS

SKILLS / TRAITS  
Vuln: fire, resist: p  
**False Appearance:** Looks like plant

2 PROF

ACTIONS  
**Rake:** +1, 1d4-1s

### Awakened Tree, H

2

NAME CR

13 AC 59 HP 10 PASSIVE PERCEPTION 20 SPEED

STR 4 BONUS DEX -2 BONUS CON 2 BONUS INT 0 BONUS WIS 0 BONUS CHA -2 BONUS

SKILLS / TRAITS  
Vuln: fire, resist: bp  
**False Appearance:** Looks like tree

2 PROF

ACTIONS  
**Slam:** 10', +6, 3d6+4b

### Axe Beak, L

1/4

NAME CR

11 AC 19 HP 10 PASSIVE PERCEPTION 50 SPEED

STR 2 BONUS DEX 1 BONUS CON 1 BONUS INT -4 BONUS WIS 0 BONUS CHA -3 BONUS

SKILLS / TRAITS

2 PROF

ACTIONS  
**Beak:** +4, 1d8+2s